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### 1 [Experiences in developing mobile applications using the Apricot Agent Platform](#)

Petteri Alahuhta, Henri Löthman, Heli Helaakoski, Arto Koskela, Juha Röning

 October 2006 **Personal and Ubiquitous Computing**, Volume 11 Issue 1

Publisher: Springer-Verlag

 Full text available: [pdf\(469.57 KB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

The trend of increasing mobile services has set a new challenge for service providers: how to develop more advanced and user-friendly, context-aware and personalized mobile services for the users. Apricot Agent Platform is an agent-based software platform designed for developing context-aware and personalized mobile services. Apricot Agent Platform supports the development of user-friendly mobile services by providing tools for combining various mobile and Internet-based services. Apricot agent ...

**Keywords:** Agent platform, Context awareness, Mobile application, Mobile service, Personalization

### 2 [iMobile EE: an enterprise mobile service platform](#)

Yih-Farn Chen, Huale Huang, Rittwik Jana, Trevor Jim, Matti Hiltunen, Sam John, Serban Jora, Radhakrishnan Muthumanickam, Bin Wei

 July 2003 **Wireless Networks**, Volume 9 Issue 4

Publisher: Kluwer Academic Publishers

 Full text available: [pdf\(2.90 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

iMobile<sup>1</sup> is an enterprise mobile service platform that allows resource-limited mobile devices to communicate with each other and to securely access corporate contents and services. The original iMobile architecture consists of devlets that provide protocol interfaces to different mobile devices and infolets that access and transcode information based on device profiles. iMobile Enterprise Edition (iMobile EE) is a redesign of the original iMobile architecture to address the security, ...

**Keywords:** content transcoding, middleware, mobile devices, mobile enterprise, mobile multimedia services

### 3 [Systems and applications: Recovery of mobile internet transactions: algorithm,](#)



### implementation and analysis

Shashi Anand B, Krithi Ramamritham

June 2005 **Proceedings of the 4th ACM international workshop on Data engineering for wireless and mobile access MobiDE '05**

**Publisher:** ACM Press

Full text available: pdf(191.76 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The increasing popularity of mobile devices and the support of web portals towards performing transactions from these mobile devices has enabled business on the move. However, internet access from mobile devices is expensive and is subject to high rate of disconnections. For a user executing a transaction with a web portal from a mobile device, the disconnection will require him to redo all the steps in the transaction on subsequent reconnection. This paper proposes a recovery scheme to restore ...

**Keywords:** WAP, WAP internet transaction, internet transaction, mobile internet transaction, mobile transaction, recovery

#### 4 I Think, therefore IM: Hubhub: a sound-enhanced mobile instant messenger that supports awareness and opportunistic interactions



Ellen Isaacs, Alan Walendowski, Dipti Ranganthan

April 2002 **Proceedings of the SIGCHI conference on Human factors in computing systems: Changing our world, changing ourselves CHI '02**

**Publisher:** ACM Press

Full text available: pdf(435.28 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

There have been many attempts to support awareness and lightweight interactions using video and audio, but few have been built on widely available infrastructure. Text-based systems have become more popular, but few support awareness, opportunistic conversations, and mobility, three important elements of distributed collaboration. We built on the popularity of text-based Instant Messengers (IM) by building a mobile IM called Hubhub that tries to provide all three, notably through the use of earc ...

**Keywords:** Palm, awareness, earcons, instant messaging, mobile computing, sound IDs, sound instant messages, wireless

#### 5 Instant messaging on handhelds: an affective gesture approach

A. Kayode Adesemowo, William D. Tucker

July 2005 **Proceedings of the 2005 annual research conference of the South African institute of computer scientists and information technologists on IT research in developing countries SAICSIT '05**

**Publisher:** South African Institute for Computer Scientists and Information Technologists

Full text available: pdf(287.21 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Text communication can be perceived as lacking in chat spontaneity, or plastic, due to medium limitations during interaction. A form of text messaging, Instant Messaging (IM), is now on the uptake, even on mobile handhelds. This paper presents results of using *affective gesture* to rubberise IM chat in order to improve synchronous communication spontaneity. The experimental design makes use of a text-only IM tool, running on handhelds, built with the Session Initiation Protocol (SIP) and t ...

**Keywords:** SIMPLE, affective gesture, chat spontaneity, handhelds, instant messaging, text communication

6 Special issue on Mobile Data Management: Exploiting epidemic data dissemination for consistent lookup operations in mobile applications

Christoph Lindemann, Oliver P. Waldhorst

July 2004 **ACM SIGMOBILE Mobile Computing and Communications Review**, Volume 8 Issue 3

**Publisher:** ACM Press

Full text available:  pdf(391.34 KB) Additional Information: [full citation](#), [abstract](#), [references](#)


This paper presents a general-purpose distributed lookup service, denoted Passive Distributed Indexing (PDI). PDI stores entries in form of (key, value) pairs in index caches located at mobile devices. Index caches are filled by epidemic dissemination of popular index entries. By exploiting node mobility, PDI can resolve most queries locally without sending messages outside the radio coverage of the inquiring node. For keeping index caches coherent, configurable value timeouts implementing im ...

7 Designing mobile interaction: SEREFE: serendipitous file exchange between users and devices

Juwon Ahn, Jeffrey S. Pierce

September 2005 **Proceedings of the 7th international conference on Human computer interaction with mobile devices & services MobileHCI '05**

**Publisher:** ACM Press

Full text available:  pdf(867.70 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

At work and at play, people need access to the right information, and they frequently need to share that information with others. While current tools such as electronic mail and USB flash drives provide powerful mechanisms for managing and sharing information, they too often require that users anticipate what information they might share (e.g. so they have it on their flash drive) and when they might share it (e.g. so they bring the flash drive with them). These tools thus provide excellent supp ...

**Keywords:** information sharing, serendipitous file exchange

8 Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research CASCAN '97**

**Publisher:** IBM Press

Full text available:  pdf(4.21 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

9 The design and applications of a context service

Hui Lei, Daby M. Sow, John S. Davis, Guruduth Banavar, Maria R. Ebling

October 2002 **ACM SIGMOBILE Mobile Computing and Communications Review**, Volume 6 Issue 4

**Publisher:** ACM Press

Full text available:  pdf(87.81 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Context awareness enables applications to adapt themselves to their computing environment in order to better suit the needs of the user and the tasks. This paper

describes a general middleware infrastructure for context collection and dissemination, realized as a Context Service. By way of two example applications, this paper also illustrates how context information provided by our context service can be exploited to enhance the user experience. These two applications are built upon the abstract ...

# 10 The Next Bang: The Explosive Combination of Embedded Linux, XML and Instant Messaging

Doc Searls

September 2000 **Linux Journal**

**Publisher:** Specialized Systems Consultants, Inc.

Full text available:  [html\(34.52 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)

# 11 Usage patterns of FriendZone: mobile location-based community services

Asaf Burak, Taly Sharon

October 2004 **Proceedings of the 3rd international conference on Mobile and ubiquitous multimedia MUM '04**

**Publisher:** ACM Press

Full text available:  [pdf\(327.23 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

How do users accept, and use, for a long period of time, location based services (LBS) on their mobile handsets? FriendZone, a suite of mobile Location-based Community Services has been launched. The services included Instant Messaging and Locator (IM&L), Location-based Chat, and Anonymous Instant Messaging (AIM), with supporting Privacy Management. A 21 month usage survey of more than 47,000 users, most of them young adults, followed by user interviews, is reported herein. The results indicate t ...

**Keywords:** 3G, LBS, SMS, WAP, location-based services, mixed reality, mobile communities, ubiquitous computing

# 12 iMobile: a proxy-based platform for mobile services

Chung-Hwa Herman Rao, Yih-Fam Robin Chen, Ming-Feng Chen, Di-Fa Chang

July 2001 **Proceedings of the first workshop on Wireless mobile internet WMI '01**

**Publisher:** ACM Press

Full text available:  [pdf\(829.58 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

iMobile is a proxy-based platform that addresses the research issues in building mobile services. iMobile acts as a message gateway that allows mobile devices using various protocols on different access networks to relay messages to each other. It also allows these clients to access internet services, corporate databases, and to control various networked devices. iMobile implements three key abstractions: *devlet*, *infolet*, and *applet*. A devlet is a driver attached to ...

**Keywords:** CDPD, GSM, IMAP, POP3, SMS, TCP/IP, TDMA, WAP, X10, home network, instant messaging, mobile computing, proxy, telnet, wireless

# 13 Design for the socially mobile: Mobile phones for the next generation: device designs for teenagers

Sara Berg, Alex S. Taylor, Richard Harper

April 2003 **Proceedings of the SIGCHI conference on Human factors in computing systems CHI '03**

**Publisher:** ACM Press

Full text available:  [pdf\(1.90 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In this paper, we demonstrate how ethnographic fieldwork studies can be used to inform the design of third generation mobile phones. We draw on a field study of teenage mobile phone users and, specifically, their participation in gift-giving practices to design the user interface and form of a concept mobile phone. The concept device is designed to support teenagers' social practices through a novel multimedia messaging system and the augmentation of the phone's address book. We report on the pr ...


**Keywords:** 3G, MMS, cell phones, ethnography, gift-giving, interaction design, mobile phones, multimedia messaging, teenagers

#### 14 [Computing curricula 2001](#)



September 2001 **Journal on Educational Resources in Computing (JERIC)**

**Publisher:** ACM Press

Full text available:  [pdf\(613.63 KB\)](#) [html\(2.78 KB\)](#)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

#### 15 [Empirical observations on the emergence of mobile multimedia services and applications in the U.S. and Europe](#)



Hannu Verkasalo

December 2006 **Proceedings of the 5th international conference on Mobile and ubiquitous multimedia MUM '06**

**Publisher:** ACM Press

Full text available:  [pdf\(409.46 KB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Mobile multimedia is still at early stages of commercialization, and pioneering solutions are currently adopted by only early-adopter-type of end-users. Accurate handset-based usage-level measurements have been implemented in several panel studies taking place both in the U.S. and Europe (France, England, Germany and Finland) in 2005-2006. These studies have included more than 1 700 Symbian smartphone users, who represent early-adopter subscribers. The results of these studies provide a lot of i ...

**Keywords:** 3<sup>rd</sup> party applications, Symbian smartphones, mobile multimedia services, multimedia communications

#### 16 [Attacking passwords and bringing down the network: Exploiting open functionality in SMS-capable cellular networks](#)



William Enck, Patrick Traynor, Patrick McDaniel, Thomas La Porta

November 2005 **Proceedings of the 12th ACM conference on Computer and communications security CCS '05**

**Publisher:** ACM Press

Full text available:  [pdf\(611.26 KB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Cellular networks are a critical component of the economic and social infrastructures in which we live. In addition to voice services, these networks deliver alphanumeric text messages to the vast majority of wireless subscribers. To encourage the expansion of this new service, telecommunications companies offer connections between their networks and the Internet. The ramifications of such connections, however, have not been fully recognized. In this paper, we evaluate the security impact of the ...

**Keywords:** denial-of-service, open-functionality, sms, telecommunications

17 Design thoughts & methods: DeDe: design and evaluation of a context-enhanced mobile messaging system



Younghee Jung, Per Persson, Jan Blom

April 2005 **Proceedings of the SIGCHI conference on Human factors in computing systems CHI '05**

**Publisher:** ACM Press

Full text available: pdf(699.77 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

This paper presents the design, implementation and validation of an enhanced mobile phone messaging system (DeDe), allowing the sender to define the context in which the message will be delivered to the recipient. A field trial among a socially tight group of teenagers showed that the DeDe feature was incorporated as part of the participants' existing messaging culture. 11,4% of their total messaging output made use of the DeDe feature. The most frequently used context parameters were location ( ...

**Keywords:** context, field trial, location-based messaging, mediated communication, mobile messaging

18 Designing for the mobile device: experiences, challenges, and methods: Mobile research strategies for a global market



Colleen Page

July 2005 **Communications of the ACM**, Volume 48 Issue 7

**Publisher:** ACM Press

Full text available: pdf(517.01 KB)  
 html(30.26 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

The user-centered design focus at Microsoft has evolved in parallel with emerging mobile technologies. We started with a Contextual Inquiry (CI) initiative in 1997 to gather mobile communication and information requirements in the Northwest U.S. Later, as users adopted wireless data services---Short Message Service (SMS), Wireless Application Protocol (WAP), mobile instant messenger, and email clients---the focus turned to more specific usage issues in key international markets. This article pre ...

19 Mobile and Wireless System: Application level hand-off support for mobile media transcoding sessions



Sumit Roy, Bo Shen, Vijay Sundaram, Raj Kumar

May 2002 **Proceedings of the 12th international workshop on Network and operating systems support for digital audio and video NOSSDAV '02**

**Publisher:** ACM Press

Full text available: pdf(222.88 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Media transcoding can be used to enable mobile devices that have low resolution and low bit-rate capabilities to access content created for stationary, desktop clients with high bandwidth connections. By deploying transcoding servers near the edge of a large network, it becomes possible to support clients with multiple resolutions, while limiting the bandwidth requirements in the core network.

**Keywords:** hand-off, mobility, transcoding



## Queue Focus: Beyond Instant Messaging

John C. Tang, James Bo Begole

November 2003 **Queue**, Volume 1 Issue 8

**Publisher:** ACM Press

Full text available: [pdf\(925.99 KB\)](#)

[html\(35.63 KB\)](#)

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